



**Question 1 (12 marks)**

- a) In the docstring of the program below, add a short description (15 words or less) of what the program does.

```
"""

"""

def process_digits(number):
    digits = str(number)
    result = -1
    for digit in digits:
        if int(digit) > result:
            result = int(digit)

    return result

def main():
    print(process_digits(234))

main()
```

(6 marks)

b) Rewrite the following function using descriptive variable and function names.

```
def who_knows(something):  
    for xxxx in range(len(something) - 1, -1, -1):  
        a_thing = something[xxxx]  
        if a_thing < 0:  
            something.pop(xxxx)
```

```
def ( ):
```

(6 marks)

**Question 2 (20 marks)**

a) Give the output produced when the following program is executed.

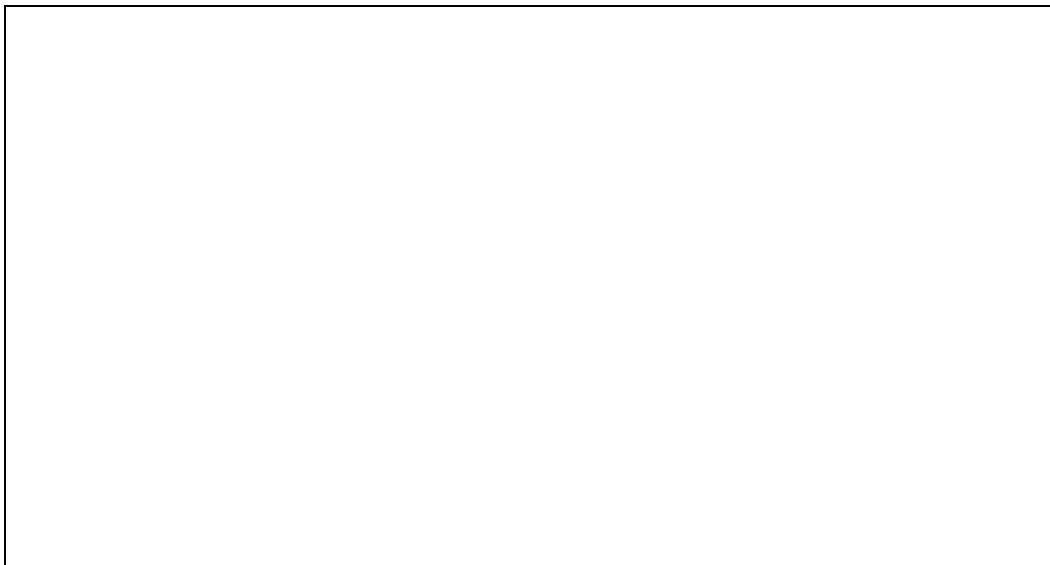
```
def main():
    print("A", end = " ")
    do1()

def do1():
    do3()
    print("B", end = " ")
    do2()

def do2():
    print("C", end = " ")

def do3():
    do2()
    print("D", end = " ")

main()
```



(6 marks)

- b) Using the code trace technique taught in lectures, perform a code trace on the following program and show the output.

```
def first(number):
    total = 6
    number = second(number + total)
    print("1.", number)
    return number % 3

def second(value):
    print("2.", value)
    if value % 2 == 0:
        value = value + 3
    else:
        value = value + 2
    return value

def main():
    num = 5
    result = first(num)
    print("3.", result)
    result = second(result) + num
    print("4.", result)

main()
```

The output:

(14 marks)

**Question 3 (18 marks)**

a) Complete the output produced when the following `main()` function is executed.

```
def main():
    a_list = [1, 4, 3]
    do_something1(a_list)
    print("a_list:", a_list)

def do_something1(list1):
    list2 = list1
    extras = [2, 1, 4]
    for element in extras:
        list2.append(element)
```

a\_list:

(6 marks)

b) Complete the output produced when the following `main()` function is executed.

```
def main():
    a_list = [3, 7]
    do_something2(a_list)
    print("a_list:", a_list)

def do_something2(list1):
    list2 = [4, 3]
    for element in [2, 5]:
        list1.append(element)
    list1 = list2
```

a\_list:

(6 marks)

- c) Given the following code, what is the type of the three Python objects: object1, object2 and object3?

```
a_list = [1, '457', 4, 'True']
a_dict = {"strangely": 2, "happy": 4}

object1 = a_list[2] / 2
object2 = [a_list.pop(2) == a_dict["happy"]]
object3 = len(a_list[1] * 3) * a_dict["strangely"]
```

object1:

object2:

object3:

(6 marks)

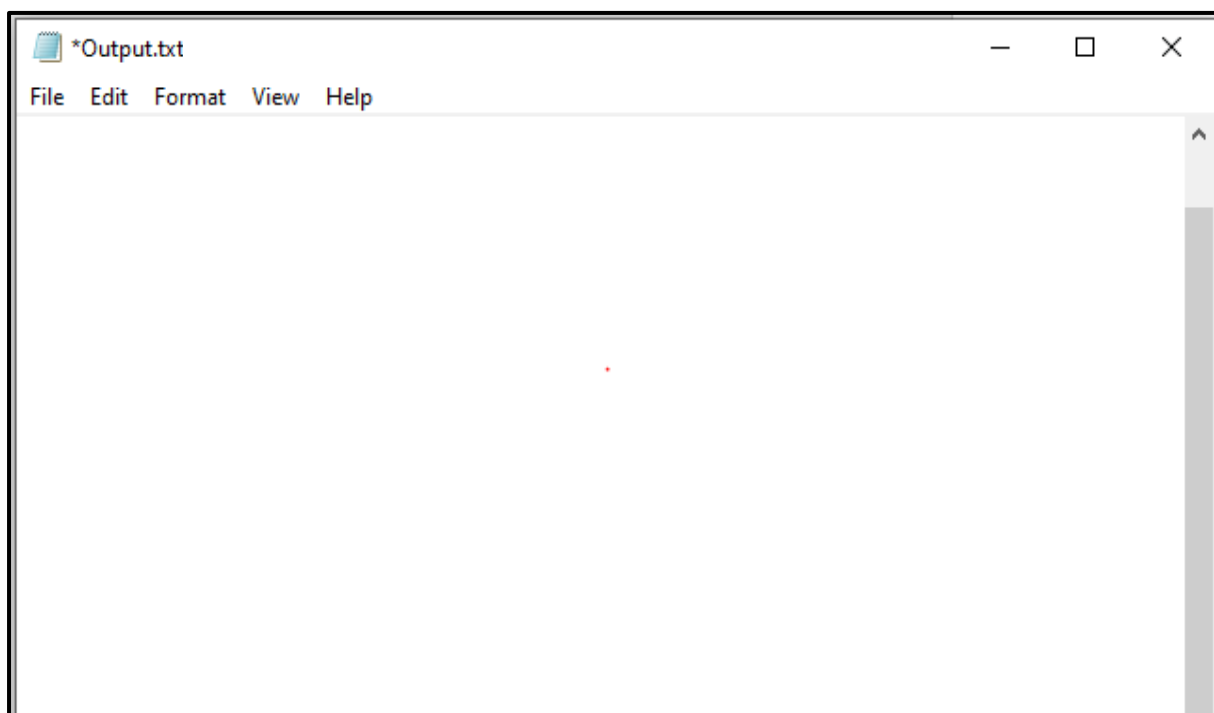
**Question 4 (16 marks)**

a) What are the contents of the file “**Output.txt**” after the following program is run?

```
def main():
    data_dict = {850:["Kim", "Lucy"], 700:["Ken", "Mele"],
                 450:["Ronald"],1000:["Gill", "Bart"],
                 200:["Alfonso"]}
    filename = "Output.txt"
    write_data(filename, data_dict)

def write_data(filename, data_dict):
    key_list = list(data_dict.keys())
    key_list.sort()
    key_list.reverse()
    output_stream = open(filename, "w")
    for key in key_list:
        values = data_dict[key]
        values.sort()
        for value in values:
            output_stream.write(value + " - " + str(key)
                                + "\n")
    output_stream.close()

main()
```



(9 marks)



- b) Give the output produced when the following `main()` function is executed. Show all your working.

```
def main():  
    number = 0  
    for i in range(5):  
        number += 1  
        for j in range(i):  
            number += 1  
    print(number)
```



(7 marks)

**Question 5 (12 marks)**

a) Consider the function below named `get_code()` that takes a string as a parameter and returns a code consisting of 3 unique characters chosen from the parameter at random. The same character does not appear in the code more than once. The parameter string has more than 3 characters and contains no repeated letters.

For example, the following statement:

```
print(get_code('ABCDE'))
```

could possibly produce:

DEA

The variable names in this function have not been chosen using good style considerations.

Rewrite the function in the answer box below using descriptive variable names that conform to the style guidelines outlined in lectures and labs:

```
def get_code(w):  
    a = ''  
    for i in range(3):  
        p = random.randrange(0, len(w))  
        a += w[p]  
        w = w[0:p] + w[p+1:]  
    return a
```

```
def get_code(           ):
```

(6 marks)



**Question 6 (12 marks)**

a) Assume that the variable, `value`, has been initialised to some integer value. Write a boolean expression which tests if `value` is exactly between 2 and 12 (both inclusive).

(3 marks)

b) Assume that the variable, `value`, has been initialised to some integer value. Write a boolean expression which tests if `value` is exactly divisible by 13 but not divisible by 5.

(3 marks)

c) Assume that the string variable, `city`, has been initialised to some value. Write a boolean expression which tests if `city` is either "Gore" or "Auckland" or "Dunedin".

(3 marks)

d) Assume that the string variable, `word`, has been initialised to some value. Write a boolean expression which tests if `word` contains the letter "b" and does not contain the letter "d".

(3 marks)

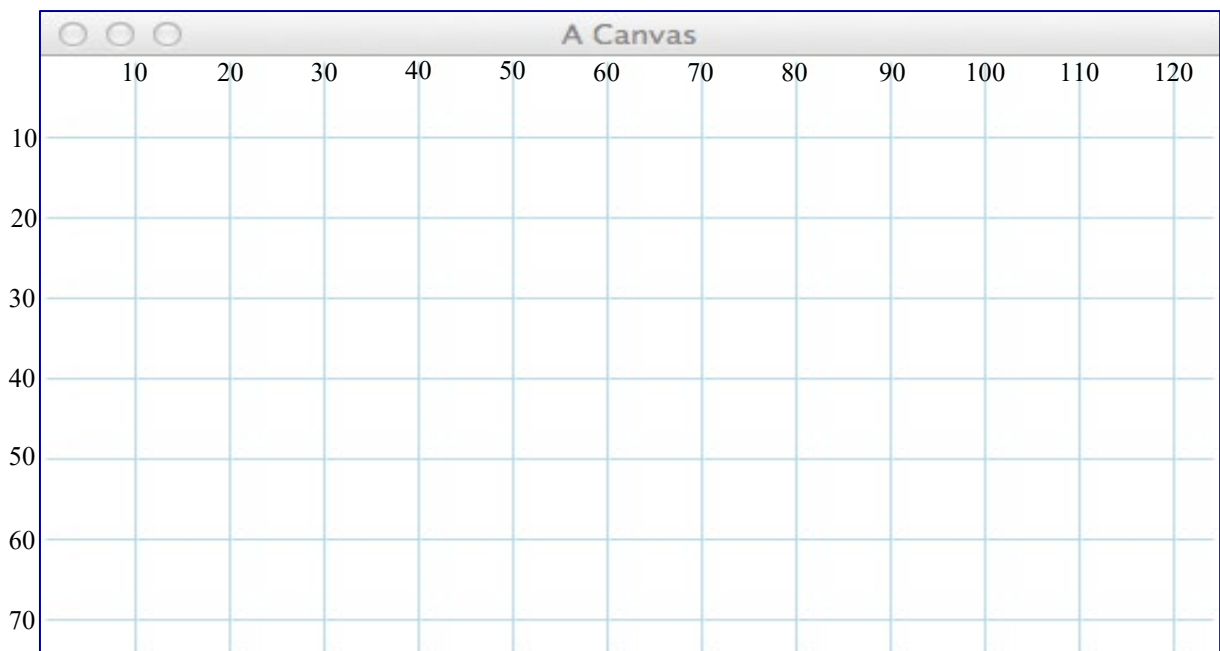
**Question 7 (10 marks)**

As accurately as possible, in the window below, show what is drawn when the following program is executed. The grid lines have been drawn in the window to help you. The gap between adjacent gridlines is 10 pixels.

```
def draw_pattern(a_canvas, left, top, size):
    number_of_shapes = 3
    for count in range(number_of_shapes):
        rect = (left, top, left + size, top + size)
        a_canvas.create_rectangle(rect)
        left = left + size
        top = top + size
        size = size + 10

def main():
    ...
    draw_pattern(a_canvas, 10, 10, 10)
    window.mainloop()

main()
```



(10 marks)

**OVERFLOW PAGE**

(If you have used this page, please indicate clearly under the relevant question that you have overflowed to this page)